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Full E-book Retro Game Dev: C64 Edition Review - video ...
The journey that started with extending an example from this book is now getting close to be released as a physical game! We are in the final adjustments With the help of James Monkman (producer from RGCD), Richard Bayliss (music), Trev Storey(sprites and menu graphics) and Jon Eggleton (the amazing intro screen below)! I will update this thread with news, as they come.

Retro Game Dev: C64 Edition: 9780692980651: Computer ...
Start your review of Retro Game Dev: C64 Edition Jun 04, 2018 Doug Wheeler rated it it was ok · review of another edition Having programmed other 8-bit computers in the 1980s, I was expecting something with a bit more detail. This book is more of a "follow along" and use the "CBM.prg Studio" IDE to create an some example apps.

Retro Game Dev: C64 Edition – NedaCoi

In this video I cover chapter one of Derek Morris' new Retro Game Dev C64 Edition Volume 2. Based on this first chapter, we are in for a treat when the full book is released!

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If you are interested in writing a C64 game, this is the book to buy. The author's code is the cleanest assembly code and maybe the cleanest code I've ever seen. The book's explanations are rather brief, so you absolutely need to look at the code. It also helps to have the very old book Mapping the Commodore 64, but you can find copies online ...

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Retro Game Dev C64 Edition Vol 2 - Chapter 1 Sneak Peek!!

Retro game development feedback and questions.

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